



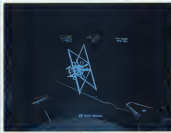
- Realistic new first person aerial combat video game.
- Targets shoot at player.
- New operator - adjustable Skill-Sense™ feature.
- High Score Table displays top seven tallies. First three are retained in non-volatile memory.
- 19" ATARI™ B/W Quadra-Scan™ "3-D" video display system.
- 9 separate sound effects.
- 4 operator-adjustable bonus levels.
- 4 operator-adjustable "lives" per game setting.
- Available in sitdown and upright cabinets.



© 1982 Atari Corporation. All Rights Reserved.



Red Baron



Red Baron is a realistic new flying simulation. Your player is a WWI fighter pilot searching the skies for the enemy. The horizon shifts and tilts as he maneuvers the joystick. Three dimensional hills and valleys sweep by below.

Two types of targets.

Suddenly out of the horizon, an enemy biplane appears. The pilot dives, climbs, lines up the plane in his sight! He fires a deadly hail of tracers and the enemy airplane tumbles to earth.

But watch out, there are more coming. The first four planes are relatively slow. As time progresses, the player moves more quickly and the enemy planes take more evasive action, adding to the difficulty and challenge.

Next the player faces ground targets. An observation blimp floats into view over a low rise of hills. Bright ground objects start to appear, a tank, a pillbox, then dinner targets, a pyramid, a building. They make good targets for strating runs but danger can appear at any time.

Red Baron attack!

As the game progresses, tanks, pillboxes and blimps will begin shooting back. The game is composed of randomly alternating series of ground and plane phases. Finally, the planes will also shoot at the player.

There are other dangers too. Dive too low and the player can crash and explode on a mountain. Squeeze the trigger too long and the guns overheat. And an enemy plane can get on the player's tail, almost certain death unless the player is a flying ace.

When a player is hit by a returning plane, bullet holes and cracks appear on the screen, his plane plummets to earth and explodes. If an enemy shell finds its mark, the result is the same but the shell remains visible.

Special High Score Table. New non-volatile memory.

The seven best scores on the game can be displayed with corresponding player's initials in the attract mode. The top three scores and initials are retained in memory if power is off.

OPERATOR PROFIT OPTIONS

New Skill-Sense™ feature.

Game "senses" average player skill and self-adjusts difficulty to maintain consistent average game times corresponding to level of player skill in your location. Average game time is also displayed in self-test for operator review.



© 1987 Atari, Inc. All rights reserved.

Extended Play

1. Bonus Levels. An extra "life" (plane) can be awarded at 2,000, 10,000 and 30,000, or 4,000, 14,000 and 40,000, or 6,000, 20,000 and 50,000, or no bonus.

2. Game Time/"Lives". Game can be pre-set at 2, 3, 4 or 5 planes.

Two Game Minimum.

Available option

Languages.

English, French, German or Spanish video message presentations.

Coinage.

25¢ coin options, including 1 coin = 1 play, 2 coins = 1 play.

Game Scoring.

Plane = 10 to 300 points. (Value starts at 300 when plane first appears then counts down in value as viewer flies closer to plane.)

Blimp = 200 points

Bright Ground Objects (Tank, Pillbox) = 250 points

Dim Ground Objects (Pyramid, Building) = 100 points

Specifications:

Upright: Height: 74 1/2 in., 189.2 cm.; Width: 28 7/8 in., 73 cm.; Depth: 33 3/8 in., 84.7 cm.; Weight: 296 lb., 134.27 kg.

Monitor: 19" B/W QuadraScan™

Sidown: Height: 60 in., 152.5 cm.; Width: 26 in., 66 cm.; Depth: 64 7/8 in., 164.5 cm.; Weight: 407 lb., 184.6 kg.

Monitor: 19" B/W QuadraScan™

Keep your profits flying high. Rendezvous with Red Baron at your ATARI headquarters now. Or contact us for referral at Atari, Inc., 1215 Borregas Ave., Sunnyvale, CA 94086. 408-745-2500.

Distributed by: